READ THIS FIRST! – HOW TO PLAY

WHERE'S THE BOARD?

First of all, don't worry. There's a good chance that this will be unlike any sort of game you've played before. You have looked through the box and the first thing you'll have said is "Where's the board?" **Doctor Who: Adventures in Time and Space** doesn't use a board. The adventures you'll be playing are going to be so huge and varied that no board could ever do them justice!

If this is your first game, you don't really need to read those huge books to play. You can just read this, the rules summary on the next couple of pages, maybe check out the example of play on p.7 of the **Player's Guide**, and then choose a Gamemaster – they'll be the one in charge of the game and the story. The Gamemaster should read all this as well, and read through the first adventure in the **Adventures Book**.

HOW DO I PLAY?

In the game, players pretend to be the Doctor and his companions, and adventure across time and space, stopping alien invasions, putting an end to evil and experiencing the marvels of the universe. Anything the Doctor has done can be accomplished in the game, and far, far more. Each player takes on the role of a character – whether they are the Doctor and companions you're familiar with, or new characters of your own devising, is up to you. One player doesn't take on the role of a character – they take control of the story and helping to adjudicate the rules. This person is called the Gamemaster.

The Gamemaster may have to familiarise themselves with the rules and the plot of the first story, but otherwise you can have a go at playing straight away. As you get the hang of it, you'll quickly find that you can do just about anything, and the Gamemaster will quickly be creating new and exciting adventures for the players.

There are no winners, no losers. You don't compete with each other, in fact you all help each other to create the best story and adventure you can, and to have a great game in the process.

Fun and excitement for all! Game sessions can last an hour or two, or even longer if you get really carried away, though it helps to have a break every now and then for a cup of tea and something to eat.

WHAT IS A GAMEMASTER?

Doctor Who: Adventures in Time and Space is a roleplaying game, which means you're taking part in an interactive story. The Gamemaster knows the basic plot of the story and guides the players through it, taking on the roles of any people the characters may meet (good or bad). The Gamemaster also acts as storyteller for the adventure, setting the scene, describing the action and the exciting happenings in the story. Finally, **Doctor Who: Adventures in Time and Space** is above all a game, and games have rules – the Gamemaster acts as referee and ensures a fair and exciting game.

WHAT DO I NEED TO PLAY?

We've tried to supply just about everything you could need in this box. All you'll need in addition to these are a few pencils and erasers, some scrap paper will be handy, something to drink and somewhere to sit.

THE RULES

READ THIS FIRST!

PICK A CHARACTER

First of all, choose a character. If this is your first game, it's probably best to use one of the character sheets from the box of the Doctor or one of his companions that you're familiar with. Once you get the hang of it, you can start thinking about new characters. Once you've picked a character from the selection of character sheets (like the one to the right), have a look at how it's laid out and pay particular attention to the numbers. Each character has Attributes, Traits and Skills.

DOCTOR·WHO
ADVENTURES IN TIME AND SPACE
CHARACTER SHEET
NAME THE DOCTOR
PLAYER
BIO-DATA EXTRACT
APPEARANCE
PERSONAL GOAL
TO EXPLORE AND HELP
PERSONALITY
EXCITABLE, ENTHUSIASTIC AND ENERGETIC, YET SOMETIMES WISTFUL AND MELANCHOLY, THE DOCTOR IS...COMPLICATED. HIS SENSE OF HONOUR AND RESPONSIBILITY IS ABSOLUTE, AND IT SOMETIMES SEEMS THAT HE CARRIES THE WEIGHT OF THE UNIVERSE ON HIS SHOULDERS.
BACKGROUND
LAST OF THE TIMELORDS, FROM THE DESTROYED PLANET OF GALLIFREY, THE DOCTOR IS FATED TO TRAVEL THROUGH TIME AND SPACE WITHOUT THE POSSIBILITY OF EVER RETURNING HOME..
STORY POINTS 8
EQUIPMENT
SONIC SCREWDRIVER, PSYCHIC PAPER, TARDIS
HOME TECH LEVEL 10 - TIME LORD
ATTRIBUTES
AWARENESS 4
COORDINATION 4
INGENUITY 9
PRESENCE 4
RESOLVE 5
STRENGTH 3
SKILLS
ATHLETICS 3
CONVINCE 4
CRAFT 2
FIGHTING 2
KNOWLEDGE 6
MARKSMAN 1
MEDICINE 3
SCIENCE 5
SUBTERFUGE 3
SURVIVAL 3
TECHNOLOGY 4
TRANSPORT 4
TRAITS
(DESCRIPTIONS ON THE BACK) ADVERSARY, ATTRACTIVE, BOFFIN, BRAVE, CHARMING, CODE OF CONDUCT, FACE IN THE CROWD, FEEL THE TURN OF THE UNIVERSE, GADGET, LAST OF MY KIND, RESOURCEFUL POCKETS, RUN FOR YOUR LIFE!, TECHNICALLY ADEPT, TIME LORD (EXPERIENCED), TIME TRAVELLER, VORTEX

ATTRIBUTES

There are six Attributes: **Awareness, Coordination, Ingenuity, Presence, Resolve** and **Strength**. Each Attribute has a value, ranging from 1 to 6 (though some alien characters may go higher!). The higher the number, the better they are.

Awareness is how perceptive you are, how quickly you notice things and can spot danger.

Coordination is how dextrous you are, how nimble and agile you are and measures your hand-eye coordination (hence the name!).

Ingenuity measures how bright you are, and quick you are at thinking of new and clever ways of doing things under pressure.

Presence is a measure of how charming, commanding and how convincing you are.

Resolve determines how dedicated, committed and strong willed you are.

Strength shows how physically strong you are.

SKILLS

There are also twelve Skills – these are the character's learned abilities, whether they know about history, law, science, medicine, gadgets, technology, how to drive, to fix a TV or to carve a boat. These Skills also have numbers next to them, just like Attributes. Again, the higher the number, the better.

TRAITS

Traits are listed nearby and these give your character a little flavour and sets them apart from each other. Do they have a fear of spiders, or are particularly good at charming the ladies? Can they take a punch without flinching or are they a bit of a coward? On the sheets for the Doctor and his companions, these Traits are explained on the reverse. They may modify some of your actions in certain circumstances, or chance the outcome of a roll, but only if they fit the situation.

DOING STUFF

Doctor Who: Adventures in Time and Space uses the same basic rule for all of the actions, whether it is fighting, out-talking, researching, creating some pseudoscientific device or piloting the TARDIS, it's all the same basic rule:

THE BASIC RULE:

ATTRIBUTE + SKILL + TWO SIX SIDED DICE = RESULT
(TRY TO MATCH OR BEAT THE DIFFICULTY OF THE TASK)

Attribute: Pick an Attribute that is suitable to what you're trying to do. Lifting something heavy? Use Strength. Work out a tricky mathematical formula, that's Ingenuity. See what number rating it has, and remember it.

Skill: Select a Skill that fits the task. Trying to remember something? Use Knowledge. Charm the guards into letting you past? Use Convince. See what number the Skill has, and add that on.

Dice: Roll two of the dice you found in this box, and add them to the number you have so far.

Traits: Do you think any of the Traits your character has would affect things? Do you have something like Brave or Cowardly that would effect how you're acting? Check on the sheet as Traits may add or subtract from your result.

Once you've looked all these up and added them together, along with the roll of the dice, you have the result. You just have to make sure the result is equal to or higher than the Difficulty assigned by the Gamemaster.

Difficulty: The harder the task, the higher the number. The Difficulty can be anything from 3 to 33 or higher. A normal action has a Difficulty of 12. The Gamemaster will have a list of suggested Difficulties, and the Adventures will determine how difficult something is during the game.

If your result is equal to this or higher, then you've succeeded in doing what you planned. If you got lower, you failed.

The higher above the Difficulty you get, the better you've succeeded, whereas the lower under the Difficulty you get, the more disastrous the failure.

CONTESTED ROLLS

This is fine, but what if you're trying to do something and someone is trying to stop you from succeeding? What if you're shooting at someone and they're dodging, or what if you're trying to outsmart someone at chess? In this case, the opponent rolls and adds their Attributes and Skills just like the player. The result they get is the Difficulty that the player will have to beat.

STORY POINTS

On the character sheet, you'll notice you have a number of Story Points. The Gamemaster will give each player a token for each Story Point they have. You can spend Story Points to add extra dice to your roll if you **really** need to succeed at something (add an extra two dice to the result), or to ensure that you succeed when you've failed. Story Points can also be used to tweak the world to aid you – heal wounds you've received, ensure that there is a handy bit of wire you need to fix a machine in your pocket. The Gamemaster will help when it comes to you spending Story Points, and if you do something brave and play true to your character, the Gamemaster will award you extra Story Points too.

STARTING THE GAME

That's all you need to know. If you're feeling up to it, you can get started straight away with these rules and one of the adventures from the **Adventures Book**. Dish out those character sheets, give them the Story Point counters and you're ready to go. However, if you're not going to start playing right this very minute, then we'd suggest having a cup of tea, put your feet up and read through the **Player's Guide** at least. It'll help you to understand the character sheets and prepare you for any eventuality during your game.

Once you've had a go, the Gamemaster may want to read the larger **Gamemaster's Guide**, that expands upon all this information and helps the Gamemaster to create adventures, invent new aliens, villains and guide them through the intricacies of time travel!